



Silent Hunter II Multiplayer Manual Supplement

One of the most exciting features of Silent Hunter is the ability to play cooperatively or head-to-head against other Silent Hunter II or Destroyer Command owners. The multiplayer feature uses the client/server model, where one player must act as the server to which other players (clients) connect. To play in multiplayer mode, all machines involved must be connected to either the Internet or a LAN. It is important to choose the right computer to be the host. **The best choice is the machine with the fastest Internet connection.** If playing over a LAN, it is best to use the machine with the fastest processor speed as the host.

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I. Hosting a multiplayer game

Select Multiplayer from the main interface and then select Host Multiplayer Game. You will now be at the **Configure Server** window.



Once you fill in the name of the server and your player name, click **Start Server**.

Other options are available as follows:

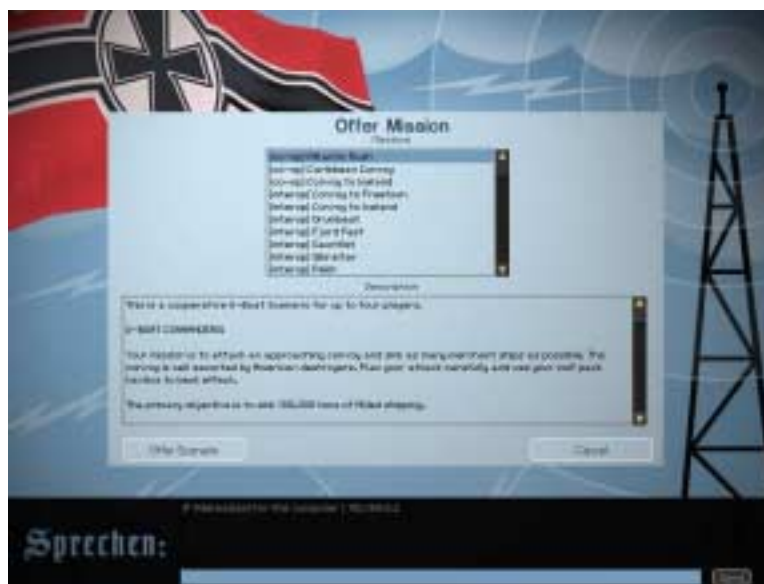
- Public – Allows anyone to join your game
- Private Access – Allows you to password protect your game. Anyone attempting to join your game must input the password you specify.

Under Advanced Features, options are:

- Rtime Settings: Port – This is the base port address that the server and client use to communicate. There is no need to change this setting unless you are running another application that is already using one of the default communication ports.
- Local Server – This option runs the game server on the host machine.
- Remote Server – This option allows you to start a game through a dedicated server in the event you don't want to use the default integrated server (perhaps because your machine is too slow, etc...). The dedicated server software is located in the root of the Destroyer Command install directory in a folder called Dedicated Server. If you are interested in utilizing this software, reference the readme.txt file in that directory. Note that the dedicated server software is provided without any technical support and in using it, you are doing so at your own risk. The following options are available when connecting to a remote server:
 - Remote Server Address – This field allows you to specify an external host by IP address.

- o Session ID – A remote server can run multiple games, this is the ID number for the particular game you want to host.
- o Remote Servers Found– Clicking the **Search LAN** button will query your network for any currently running dedicated RTime servers. The IP numbers of any running servers will be displayed in the Remote Servers Found box. This information can either be saved data from previous play sessions, or the names of known dedicated game servers. If you want to host a game through any of the servers found, click on the server name or IP number.
- o Clicking the **Validate** button checks to make sure your server settings are valid, if everything is correct it changes to the **Start Server** button.

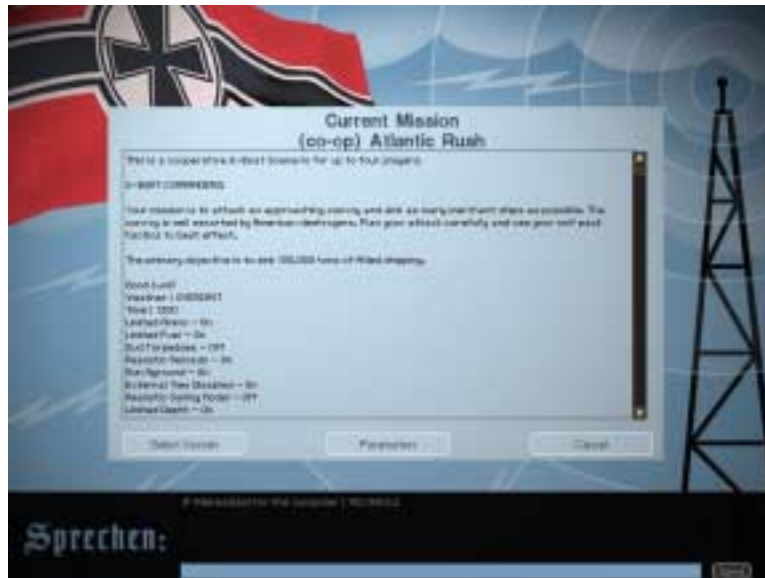
Click **Start Server** to continue.



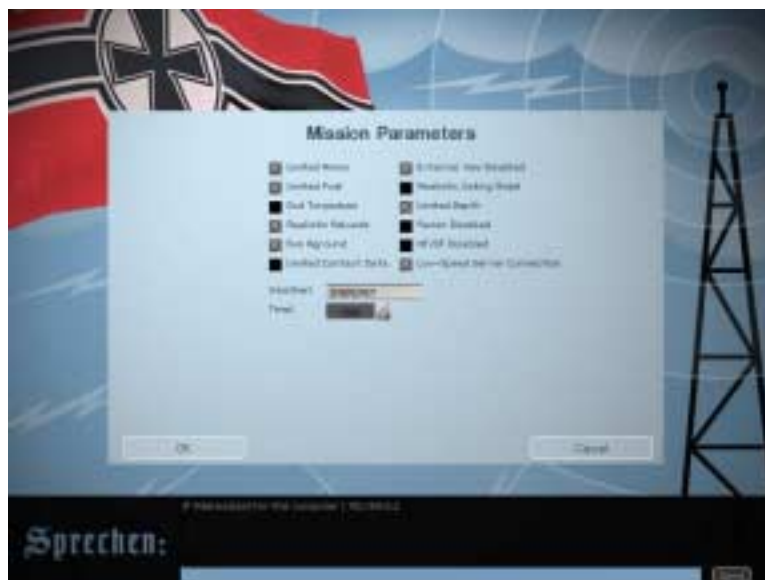
Offer Mission is the next screen you will see. Select any mission to view a brief description. When you have found a mission you wish to play, click the **Offer** button. There are several types of multiplayer missions available in Destroyer Command. Mission names are preceded with the following designators indicating what type of mission they are.

- Interop – Interoperable missions designed for play with Silent Hunter II players.
- Melee – In melee missions it is every captain for themselves. There are no explicit objectives for melee scenarios, the last ship afloat wins the game.
- Team – In team scenarios there are two teams, each with one or more destroyer.
- Co-op – In cooperative missions, all players are on the same team and must face off against any combination of AI controlled enemy ships.

The lower window shows players names as they enter and their IP addresses.



The **Current Mission** screen is next, as players join the game, they can chat with each other, view the mission description and review the difficulty settings chosen by the host. If you wish to change the multiplayer game realism settings, click the **Params** button.



At the Mission Parameters screen, the following options are available:

- Limited Ammo – selecting this option will limit the amount of ammunition available
- Limited Fuel – selecting this option will give all players a limited amount of fuel
- Dud Torpedoes – selecting this option will give all players a realistic dud rate
- Run Aground – selecting this option will allow units to run aground and take damage
- External View Disabled – selecting this option will disable the external view feature
- Realistic Sailing Model – selecting this option will use a more realistic physics model
- Limited Depth – selecting this option limits the operating depth of submarines.
- Radar Disabled – selecting this option disables all players' radar set.

- Limited Contact Data – selecting this option restricts the amount of contact data presented to all users.
- Low-speed server connection – This setting turns on bandwidth-conservation features such as fewer network updates and dropping some non-critical messages. If this option is checked, expect remote units to lag more obviously and shell splashes and gunfire effects from remote units not all displayed.
- HF/DF (High Frequency Directional Finder) Disabled – radio signal direction finder selecting this option does not allow your crew to utilize radio direction finding equipment.

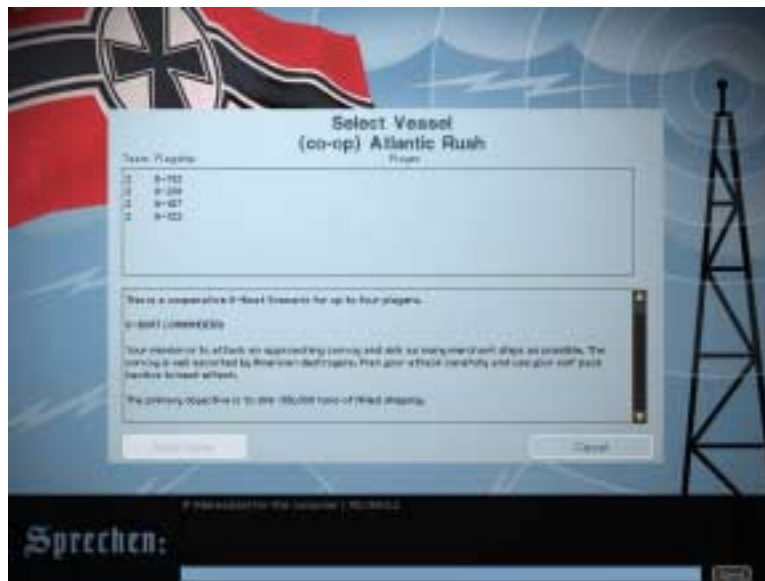
Checking the box next to any of these options will indicate that you want to activate the option.

Two additional options are available:

- Weather – allows the host to specify the weather conditions for a scenario.
- Time – allows the host to specify the time of day a scenario takes place.

Once you have made your selections, click **OK**.

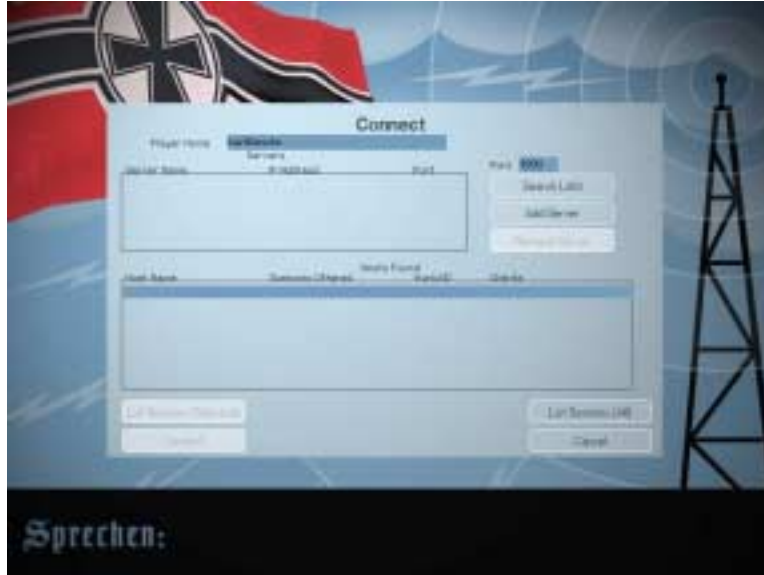
- From the current mission screen, click **Select Units** to be taken to the vessel selection screen.



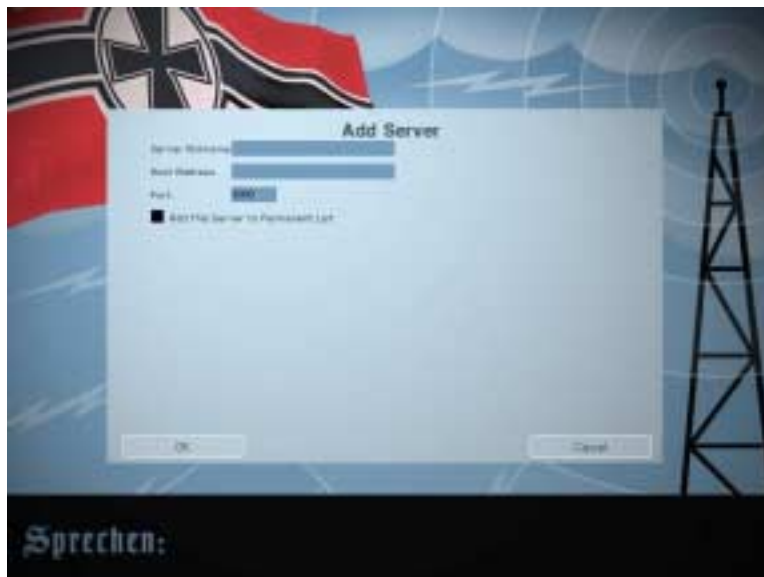
Select the unit you wish to command and wait for all other players to select the units they wish to command. Once all players are ready, click **Begin Game** to launch the game.

II. Joining a multiplayer game

Select **Multiplayer** from the main interface and then select **Join Game**.



- At the Connect window, fill in your player name. If you are playing on a LAN you can click the **Search LAN** button to automatically find the host machine. If you are playing over the Internet, click the **Add Server** button



- At the Add Server window, enter a name for the server you are going to input.
- Next, input the servers IP address. There are many ways in which you can find the IP addresses of running game servers. You can obtain the IP address of the server directly from the person running the server, you may have friends who run servers at

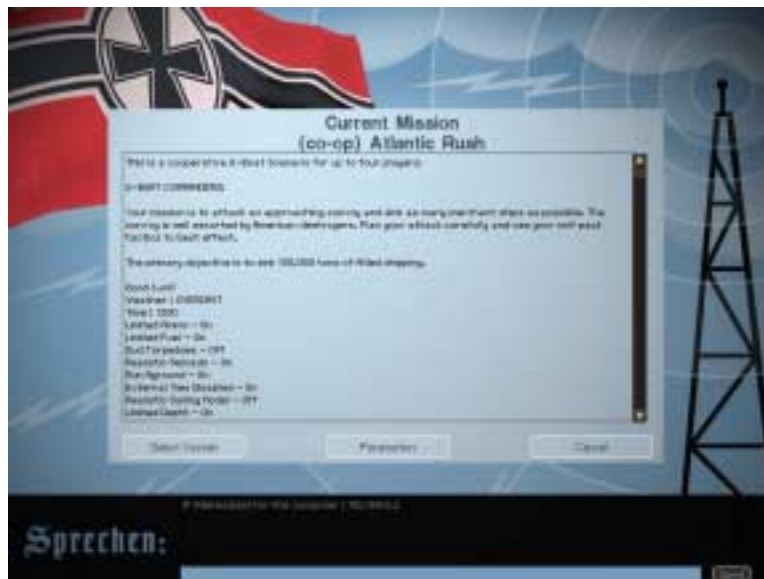
predetermined times or you can check in at <http://www.sh2fleet.com/> to connect with other players who are looking to play a game.

- The Port setting should be left at 3000 unless there is some reason the person running the server chooses to utilize a different port.
- If you want to retain this information for future use, check the box next to the option 'Add This Server to Permanent List'.
- Note that any server you enter can always be removed by selecting it at the connect window and pressing the **Remove Server** button.

Click **OK** to continue.

Back at the Connect window, select the server you want to play on from the server list. Press either of the **List Session** buttons at the bottom of the screen to see which server has an available game.

From the Hosts Found box choose the game you want to join and click **Connect**.



You are now at the Current Mission screen. As players join the game, they can chat with each other while at this screen, view the mission description and settings specified by the host.



When the host specifies, you will be taken to the vessel selection screen. Select the unit you wish to command, as soon as all players have selected the units they wish to command and the host clicks **Begin Game**, you will be taken into the game.

III. Ending a Multiplayer Game

When the host terminates a game or when somebody wins, all players will be taken to a scenario results screen with chat. If the host is running the integrated server, the chat will not work after the host exits. The host also has the option of restarting the session, which will automatically re-launch and reconnect the host and the clients so that another scenario may be played.

IV. Multiplayer Time Compression

The time compression setting in a multiplayer game is based on the lowest common time compression setting among the players involved. This allows players to vote on the amount of time compression they desire at any point in the game. To increase time compression, all players must request a higher value. When a player or players are requesting a higher time compression setting, the time compression indicator at the lower right will flash. To decrease time compression, only one player needs to request a lower value. Even though all time compression options are shown when you click on the time compression window at the lower right, multiplayer time compression is capped at 16X.

V. Multiplayer Communications



When playing a multiplayer game, you can communicate with other players using the chat feature. Chat messages will appear in the Message Log window. To send chat messages to all players or just your teammates, first expand the log window by clicking on it. You will notice a text entry area to the top left and two buttons on the right, labeled **Team** and **All**. Move your mouse cursor into the text entry area and left click. You can now type in the message you wish to send. When you have completed your message, click on the **Team** or **All** button depending on who you want to view the message. Note that pressing the **Enter** key will use the same send mode as the last button (Team/All) pressed. Also, pressing **Ctrl-Enter** will override and send to all, **Shift-Enter** will override and send to team, these do not change the default send mode. Click within the message window again to minimize it when you are done chatting.

Using team chat or posting a map note now causes the player's boat to become an active radar emitter. Submarines are prohibited from using team chat or posting map notes when HF/DF (High Frequency Direction Finder) is enabled unless they are surfaced or have a working periscope up.

VI. Troubleshooting

Note: If you want to play with modified data files, all players need to agree on the mods used, everyone playing a game needs to have the same game data.

Problem: When trying to join a game using the Ubi.com service I get the error 'Error : cannot connect to rtime server.'

Solution: If you get this error, you are most likely connecting to the Internet from behind a firewall, network or using Microsoft Internet Connection Sharing.

You must configure Ubi.com in order to use the internal IP address.

To change the setting, from the Ubi.com lobby window click on Options\General Settings\General\Network, must check the following option : use internal IP address.